

Heroes Combat System.

The full set of Skirmish rules; **SWORDES ECGUM** (the Edge of the Sword) will be published in November and available from our web-site and Wargames retailers.

Most of the combats generated by **HEROES** are skirmishes, rather than full scale battles and *Swordes Ecgum* is designed to reflect that, being ideally suited for engagements up to 50 figures a side.

Your adventures may generate larger battles, or you may wish to play out Campaign battles on the table-top. For these purposes we advise the use of other commercial sets, adapted to your Heroes character. We have given an example of how **HEROES** characteristics may be adapted for *Warhammer Ancient Battles*, but you could equally use *Clash of Empires* or *Saga* or indeed any other suitable set of rules.

Large Scale Battles

An example translating Heroes attributes to WAB, with the *Beyond the Golden Gate* or *Shieldwall* books.

Weapon skill & attack from CV

Heroes CV	WAB WS	WAB A
1	1	1
2	1	1
3	2	1
4	2	1
5	2	1
6	3	1
7	3	2
8	4	2
9	4	2
10	5	3
11	5	3
12	6	3

Bow skill & missile attacks from MA

Heroes MA	WAB BS	WAB A ¹
1	1	1
2	1	1
3	2	1
4	2	1
5	2	1
6	3	1
7	3	1
8	4	1
9	4	2
10	5	2
11	5	2
12	5	2

Toughness & wounds from Con

Heroes Con	WAB T	WAB W
1-4	1	1
5-9	2	1
10-12	3	1
13-14	3	2
15-16	3	2
17	4	2
18	4	3
19	4	3
20	5	3

1. this allows the possibility of multiple missile attacks

Initiative & leadership from Mskill

Heroes IQ/Mskill	WAB I	WAB L
1	2	5
2	2	5
3	2	5
4	2	6
5	2	6
6	3	7
7	3	7
8	4	8
9	4	9
10	5	10
11	5	10
12	6	10

Movement from AV

Heroes AV	WAB M
1	3
2	3
3	3
4	3
5	4
6	4
7	4
8	4
9	5
10	5
11	5
12	6

For leadership, count either, the Hero or character's, IQ, or their Military skill, whichever is more advantageous. However, Heroes do not have to take Fear or Terror tests, lesser mortals do... and Heroes can count their leadership value (up to a max of 10) for any group that they personally lead.

Thus, our Hero Isperic:

SV 10, AV 2, IQ 7, PV 6, BP 7, MS 9, CV 10, Con 14
 Has a WAB Weapon skill of 5 from his CV, 3 attacks
 Bow skill of 4 with two attacks from his MS
 Toughness of 3 with 2 wounds from his Con
 Initiative of 3 and Leadership of 7 from his IQ

For groups use the Army Lists in *Beyond the Golden Gate*.